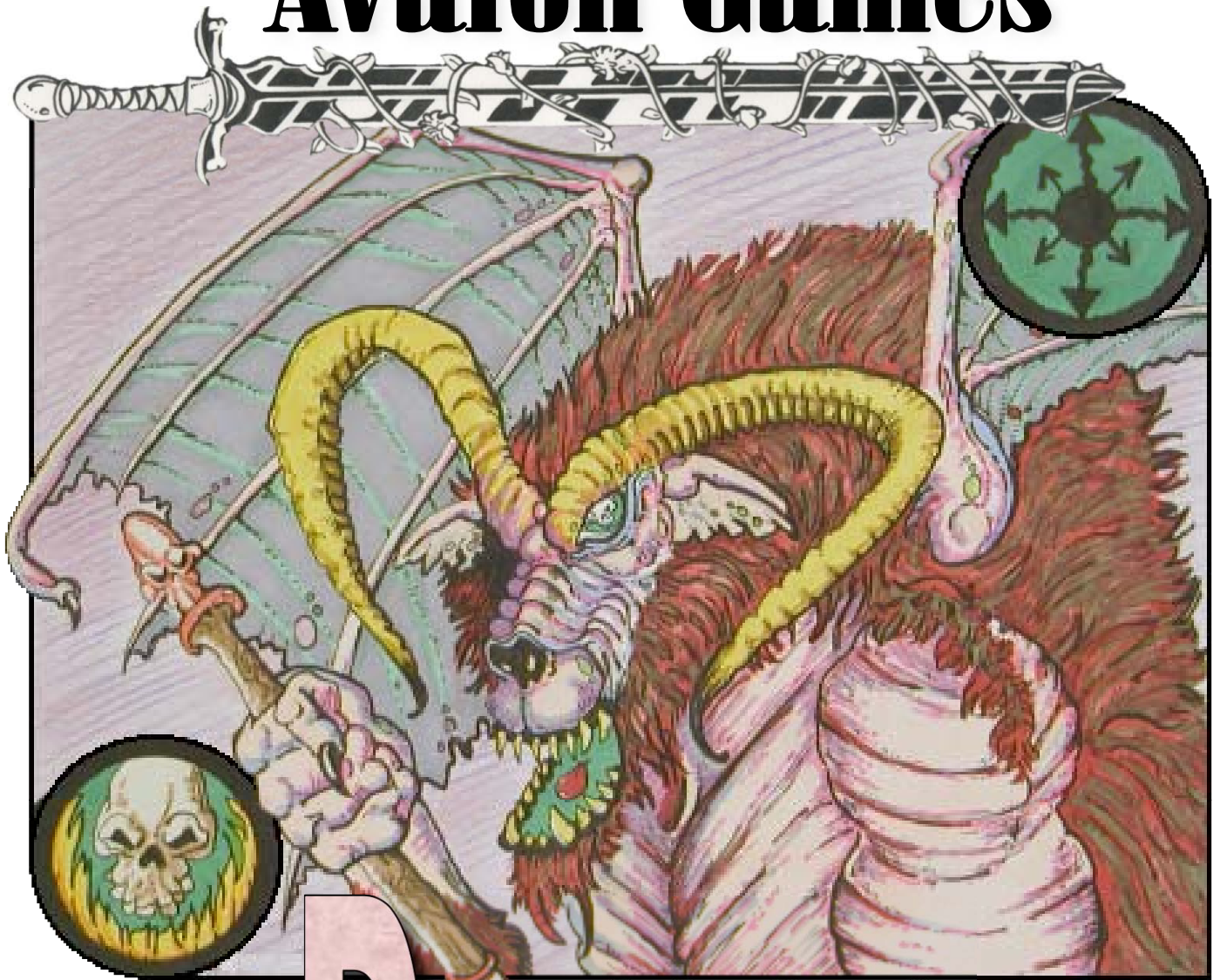


Avalon Games



Demon Wars

Orcus howled in fury as his front lines broke and the enemy demons poured through, his forces scattering to the four foul winds.

“You may have defeated me today Lilith, but the war is not yet over,” Vowed the great demonlord Orcus.

This is Demon Wars, another great Mini-Game from Avalon Games.
Demon Wars is a fast, fun game of demonic conquest and war. Can your forces defeat your rivals before they grind you under their hellish boot? Fully expandable, the system will showcase two new Demon Princes with each edition, as well as new hex boards, troops, magic and more.

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Introduction

Demon Wars is a fantasy wargame system which allows players to take on the role of a powerful demon prince, one that struggles with other powerful demon lords for control of the Abyss. The game is fast, fun and fully expandable, with each set coming with new counters, forces, spells and information for adding two new demon princes to the game.

Game Construction

Once you are ready to play Demon Wars, the first thing you will find necessary is to construct the game components. For the most part, the amount of time and extra expense you are willing to put into the game's construction is up to you. The simplest format is to print up all the needed parts and then just cut them out and go to it. Paper pieces are though, a bit difficult to deal with, so if you wish to continue to play Demon Wars over and over again, and I hope you do, then you may want to invest a bit of time and effort in making your game components more durable and usable.

Suggestions on Component's Construction and Printing

First off, you should, if you want to spend the money, buy some good quality paper. Use this to print out the various components and counters. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of counters and a map boards. Next, get your hands on some spray glue. (Available at most craft stores and office supply stores) Use this to mount the components onto thick card stock or chipboard. This will make the parts easier to pick up and use, which generally creates a better over all experience. Should you wish, you

can protect your many parts with a clear, self-adhesive, sheets of lamination. (Again available at most office supply stores)

Getting Started

When you have all the parts ready for play, you can begin a game. First each player will need to pick a Demon Lord to play and gather the counters and hex board for that character.

Next players should set up the map board as per the rules given in the scenario they will play. Each player should then set up his or her starting forces on the map boards as dictated by the scenario.

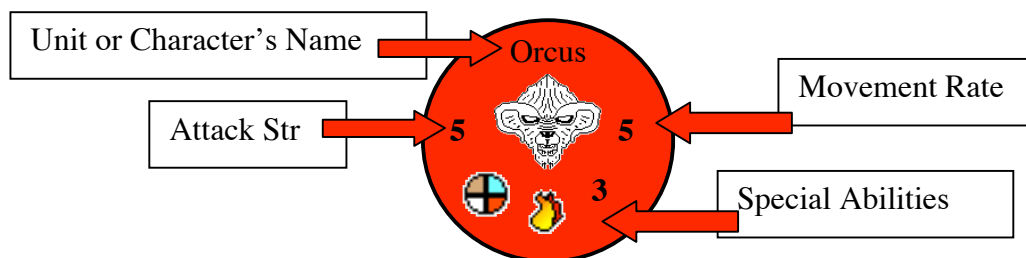
Last but not least, roll for initiative and start the game.

Player's Demon

Demon Wars resolves around each player taking on the role of a Demon prince and their forces. Each player then tries to conquer the Abyss by mustering armies, casting spells and maneuvering their forces in your quest to defeat your foes.

Each type of Demon Lord comes with their own hex board, their own special forces, magic spells and items. Adding to this are common map boards, spells, units and items that all players can generate and use. It is important to know which resources are common and which are solely usable by each type of Demon Prince. (Those resources usable by a Demon are colored coded to that Demon, while common items are grey in color)

No player may use resources from another type of Demon, nor may they be traded, sold or stolen during the course of the game. (There are though, some magics, which might allow you to take temporary control of some forces, see these spells and items for details)



Player's Forces

Each player will have a set of spells, items and units that they may use, as well as those that are common to all players. All players have the same types of resources, as described below.

The Player Demon Lord:

This is your character in the game and the lord and master of a set type of hellish magic and monsters. The Player's demon is the core of your forces and your most valuable asset.

The Player's demon is an immortal beast, and cannot be slain. They can though, be hurt, deprived of their vital energies and thus made inactive for short periods of time.

Anytime a Player's demon is taken as a casualty in a battle, their counter is returned to their starting location hex. The next turn, the character is considered to be inactive for the whole turn as they recover and regenerated their vital energies.

If the Player's demon is taken as a casualty while they are in the hex that contains their starting location marker, then the demon is slain and the player defeated and removed from the game.

If, as a result of a battle, the Player's demon is taken as a casualty, and their starting location hex is occupied by an enemy stack, unit or character, the demon is slain outright and the player is defeated and removed from the game.

Characters:

There are many minor demons, warriors and lords that may either be acquired as special agents to your character, or which are open for recruiting during the game. Characters are like your Player's demon, for they can do many important things within the game. On the other hand, they are not immortal, and can be slain in the course of the game, so be careful how you use them.

Units:

The most common resource that you will have available, these resources represent troops that you have recruited to do battle for you, as well as monsters and other creatures that will fight for your cause. Expendable, they are often thrown into battles with your foes as you try to take territory and hold valuable locations.

Spells:

All Player's demons, and some minor demons within the game, can cast spells. Magic comes in three types. Battle spells, which are used while the demon is involved in combat, Invocations, which effect large areas of the game board, and summoning spells which generate special, magical creatures to use as you need.

Each Player's demon will have spells that are theirs alone to use. These spells are often powerful and only the Player's demon themselves are strong enough to cast them. Other spells among the Player's demon's forces are open to any of their magic using characters.

Some spells though, are special and gained at set locations and or set to a particular type of character. These are kept separate from other spells and handed out as situations dictate.

Items:

Items are magical gear that can be hand out to characters under your command. They aid these characters in their quest to see you as lord and master of the Abyss.

Items cannot be stolen, traded to other players, or sold, and are lost if the character holding them is slain.

Items can be handed off between characters within the same player's forces, as long as the two characters are in the same hex. Only one character may use an item within a given turn.

Note that all items require a character with the magic ability to forge them.

Stacks

All characters and units that are used in the game are grouped together in stacks. These piles of counters then move together, fight together and perform actions together.

There is no limit to the number of stacks that a player can have, but no stack can have more then seven units, and or characters, in it at any one time. Any stack that is found to have more then this seven unit limit must reduce its size to seven, discarding all extra units (The units discarded are up to the controlling player)

Units or characters may join a stack, but do so only at the end of a stack's action. Thus a unit that joins a stack ends that unit's or characters action. Units or characters that join a stack that has yet to be activated ends that stack's activation.

Units or characters that leave a stack may do so as their action, but have their movement reduced by 1/2. This does not effect the stack's own action. Units or characters that wish to leave a stack must do so before the stack takes its own action.

Example:

John has a stack of three minor demon units and moves this stack to a new hex. In that hex is a character that has not moved yet. The character may join this stack, but doing so ends that character's action then and there. Said character can still, of course, cast spells.

In another example John moves his Player's demon counter into a hex with one of his stacks, which has not yet gone. He wishes to join his Demon to this stack. This stack thus loses its action when the character joins it.

You may have no more then one stack in a hex at any one time, although a stack can move into an occupied hex, but only if you wish to join these two stacks together.

Combat Chart

Attacker's Strength

Defender's Strength

	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-19	20-24	25-29	30+
1-2	1 / 1	1 / 1R	2 / 1	3A / 2R	4 / 2	4 / 2R	4A / 2R	5 / 3	5 / 3R	5A / 3R	6A / 3R
3-4	1 / 2	1 / 1	1 / 1R	2 / 1	3A / 2R	4 / 2	4 / 2R	4A / 2R	5 / 3	5 / 3R	5A / 3R
5-6	1R / 2	1 / 2	1 / 1	1 / 1R	2 / 1	3A / 2R	4 / 2	4 / 2R	4A / 2R	5 / 3	5 / 3R
7-8	1R / 2A	1R / 2	1 / 2	1 / 1	1 / 1R	2 / 1	3A / 2R	4 / 2	4 / 2R	4A / 2R	5 / 3
9-10	1 / 3	1R / 2A	1R / 2	1 / 2	1 / 1	1 / 1R	2 / 1	3A / 2R	4 / 2	4 / 2R	4A / 2R
11-12	1R / 3	1 / 3	1R / 2A	1R / 2	1 / 2	1 / 1	1 / 1R	2 / 1	3A / 2R	4 / 2	4 / 2R
13-14	1R / 3A	1R / 3	1 / 3	1R / 2A	1R / 2	1 / 2	1 / 1	1 / 1R	2 / 1	3A / 2R	4 / 2
15-19	1 / 4	1R / 3A	1R / 3	1 / 3	1R / 2A	1R / 2	1 / 2	1 / 1	1 / 1R	2 / 1	3A / 2R
20-24	1R / 4	1 / 4	1R / 3A	1R / 3	1 / 3	1R / 2A	1R / 2	1 / 2	1 / 1	1 / 1R	2 / 1
25-29	1R / 4A	1R / 4	1 / 4	1R / 3A	1R / 3	1 / 3	1R / 2A	1R / 2	1 / 2	1 / 1	1 / 1R
30+	1R / 5A	1R / 4A	1R / 4	1 / 4	1R / 3A	1R / 3	1 / 3	1R / 2A	1R / 2	1 / 2	1 / 1







Results Descriptions

/ # The first number shown is the number of Combat Dice the Attacking Force will roll. The second number is the number of Combat Dice the Defending Force will use












A If the force with this result scores one or more hits with their combat dice, then they may move into the square that the defending force occupied, but only if that hex is left open by the retreating force.

R If the force with this result takes one or more hits, it must retreat from the hex it occupies, moving the whole stack one hex in any direction the controlling player wishes. The retreating stack or unit cannot enter a hex that is already occupied, or into hexes with blocking terrain. If the fleeing stack or unit cannot move because it will enter one of these two types of hexes, it is destroyed outright.

Terrain Chart

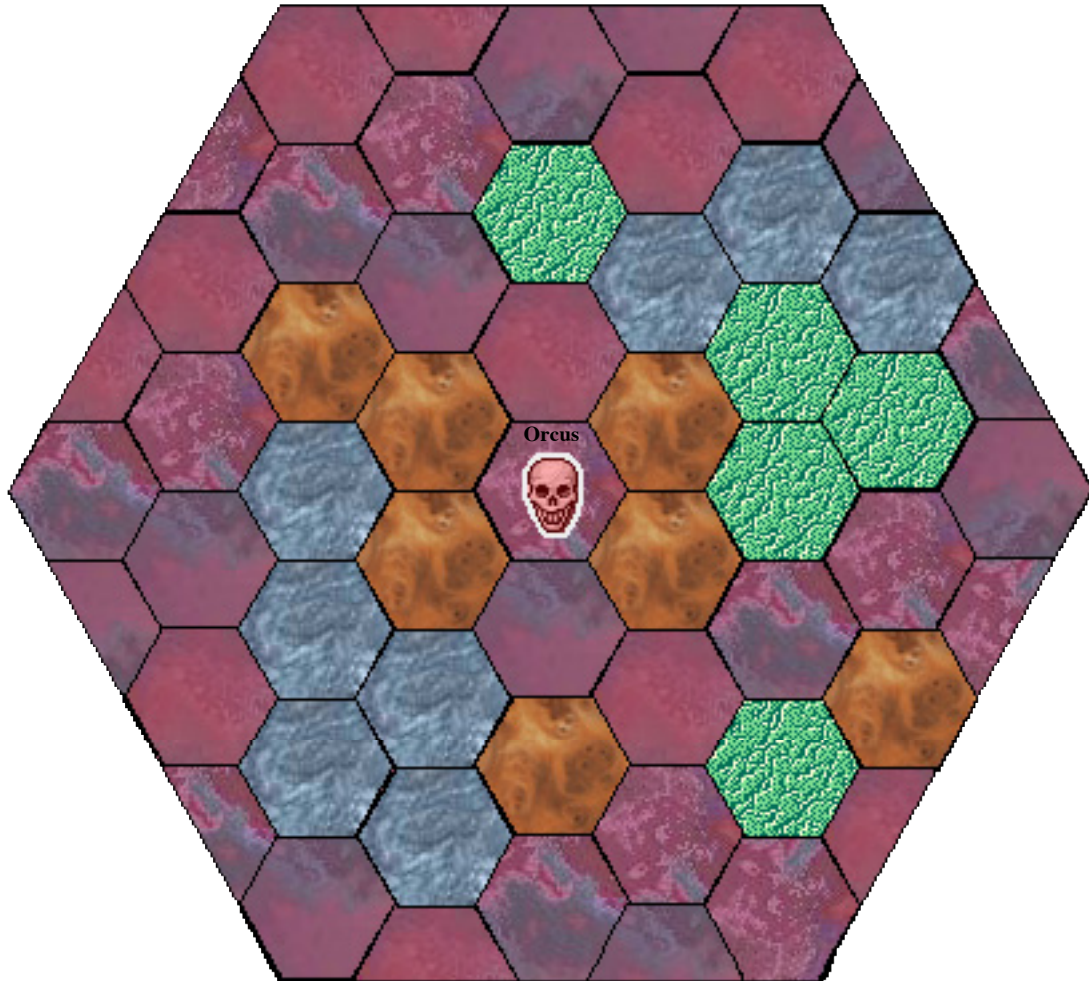
Type	Movement Cost	Combat Modifiers
	Plains 1	None
	Forest 2	+1 Def Strength
	Mountains Impassible	None
	Swamps 2	-1 Attack Strength
	Ice 3	-1 Attack Strength
	Lakes of Fire Impassable	None

Unit Abilities

Icon	Name	Effect
	Command	See rules for details
	Magic	May cast spells
	Charge	May add +1 to hit on one dice if attacking
	Flight	May fly (See rules)
	Warlord	All combat dice are at +1 to hit
	General	Add +1 Combat Dice
	Endurance	May take one extra hit before being slain
	Defender	Reduces damage taken by 1 hit
	Mount	May carry one Character
	Savage	Adds +2 to one attack dice's to hit roll
	Range	May make a single attack before all others

Orcus Starting Map Board and Counters

Print one set of this map board and counters.



Avalon Games



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Arcanum

An exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters. Now with four great expansions.

Board Games

Avalon makes some great board games, great games at a great price. Arcanum, Mystic Adventures, Dragon Lords and Junkyard Wars are but a few of our great titles.

Battle Tiles

Battle Tiles, Avalon Games, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for role playing games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less than fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Avalon Clip Art

Avalon has tons of artwork, all ready for you to use. Great art for a great price is our goal, so grab a handful right away.

Character Portraits

Need a fast picture of what your character looks like. These professional, full color works will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get 'em.

Mini-Games

Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

Worlds of Wonder

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

Worlds of Wonder Expansions

Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

Arcana

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Game Geek

Avalon's Monthly game magazine, inside you will find tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax and Arcana. Great game stuff each and every month.

**Avalon is a proud participant of Kiva,
making loans that change lives.**



loans that
change lives

**If you liked this game then try one of Avalon Game's Mini-Games,
such as Mage Wars.**

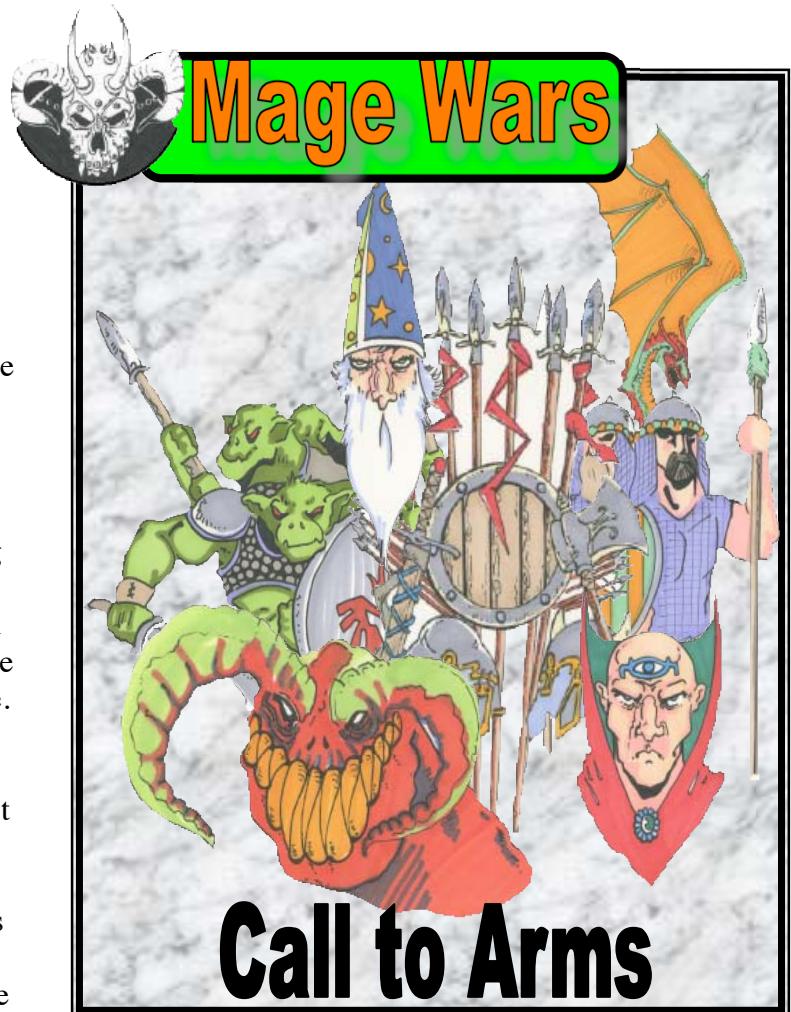
(Click Here to visit this product's page at RPGNow)

Lord Yar issued the command with a wave of his hand. With a surge his mounted knights leaped into the charge, their lances lowered, ready to trample and pierce their goblin foes under heavy warhorses.

With a scream the Warlock's dragon plunged out of the clouds above the battlefield, dropping down onto the charging knights. Flames and death followed as the mounted warriors charge was broken by the great beast of scales and wing. The victory did not last long though, as the high lord Wizard cast a mighty lighting bolt to strike dead the dragon, it falling out of the skies and crashing into the front lines of the goblin hoards.

Lord Yar cringed at the carnage that was already sweeping over the battlefield. The two great mages would both continue to throw their forces at each other, cast spells and counter these magics with their own powerful spells. By the end of the day, Yar doubted that anyone would be left alive.

This is Mage Wars, another great game from Avalon Games. Mage Wars is a fast, fun game of magical conquest and war. Can your forces defeat your rivals before they grind you under their boot? Fully expandable, the system will showcase two new mages with each edition, as well as new hex boards, troops, magic and more. Gathered together, these different editions will create a massive game system which will devour hours of your time, so be warned, this game can be additive.



Avalon Games




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Avalon Games

S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and rocs, or blast off into the cold hard future with space marines and aliens.



Strength 3


Speed 8 / 1

Movement 4

Adrenal 4

Will 4

Health



Weapons and Armor


Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-

Special Abilities

- Savage Blow (Attack, 3)**
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- Command (Move, 2)**
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- Shatter Shield (Attack, 1)**
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.
Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.



Spirit Tiger





Wolf



Kir



Sie

Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.

